

FIG. 1a

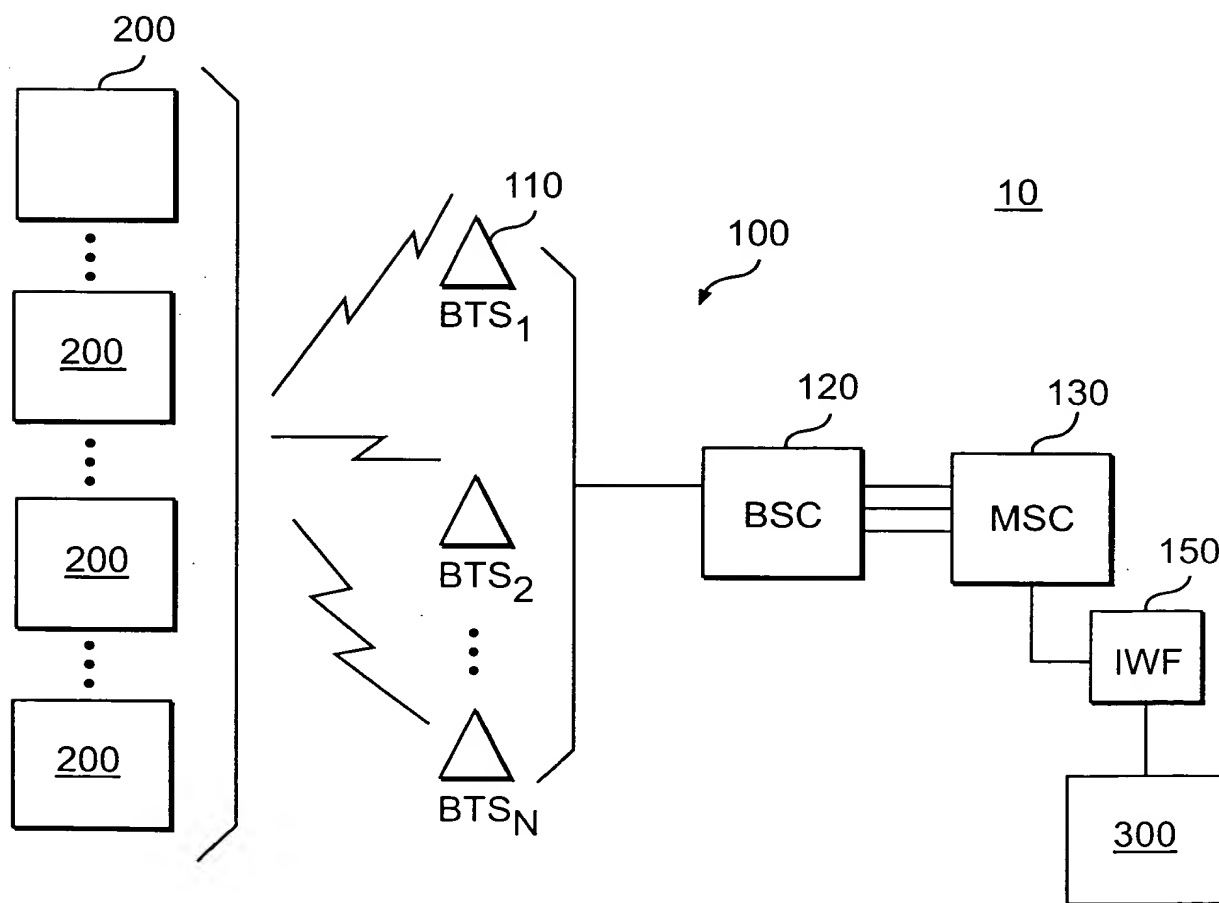


FIG. 1b

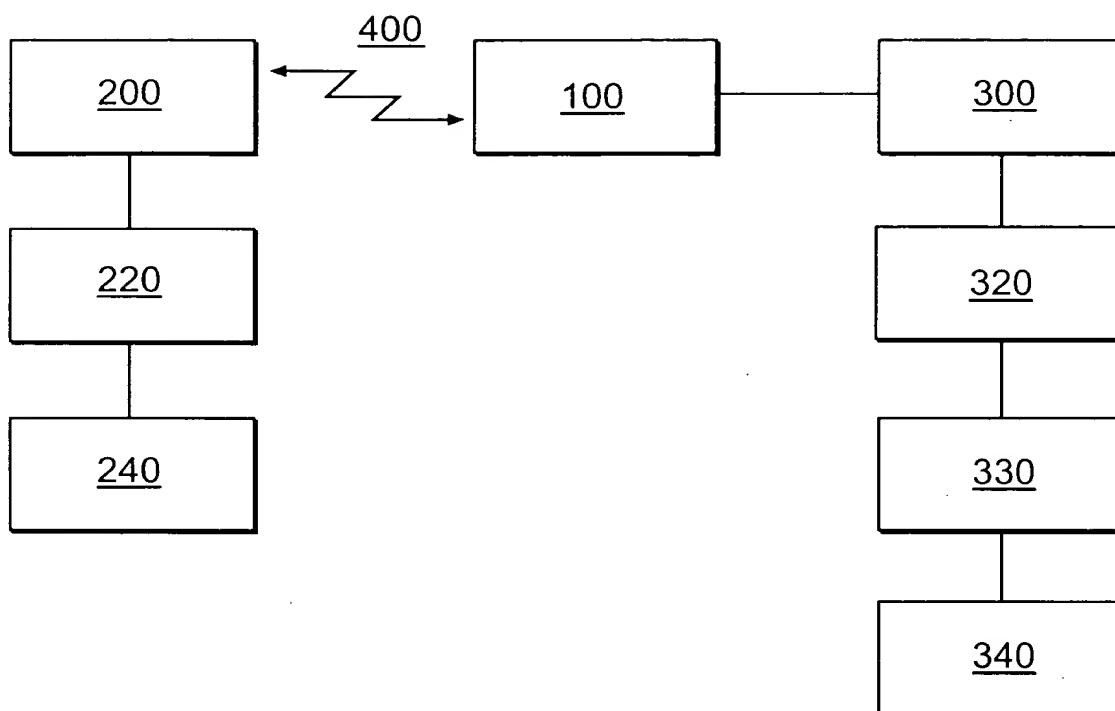


FIG. 2

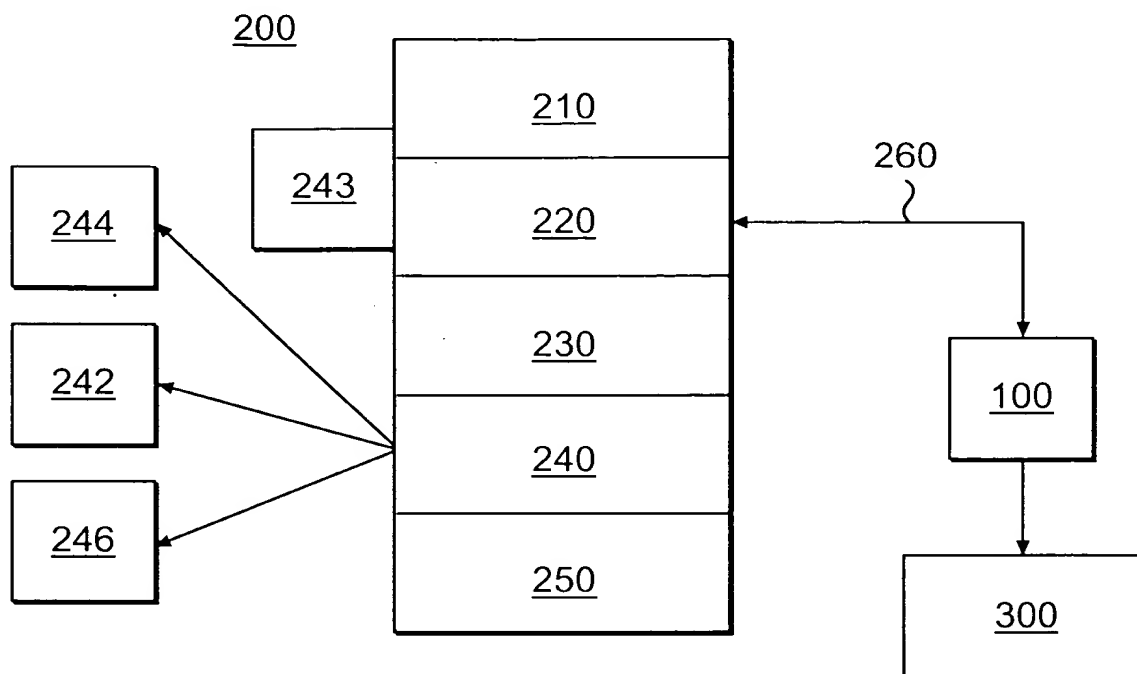


FIG. 3a

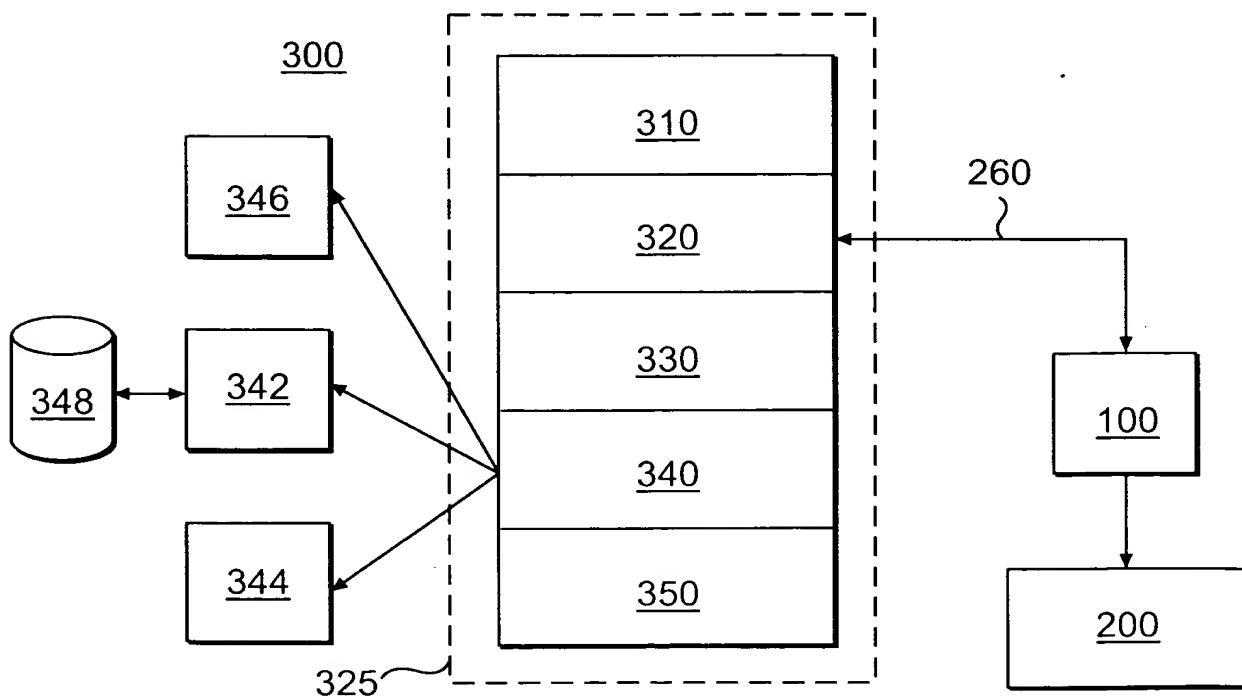


FIG. 3b

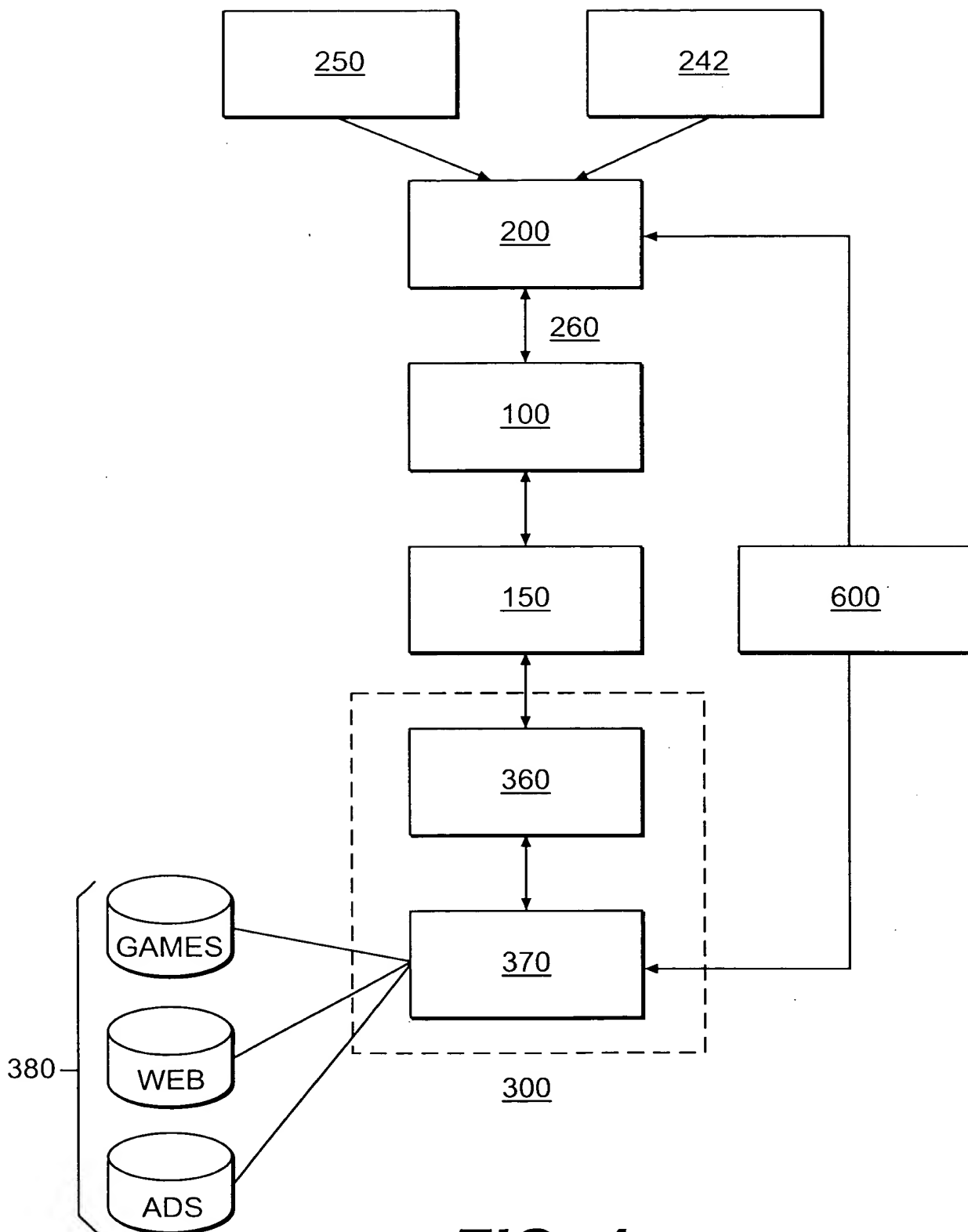


FIG. 4

300

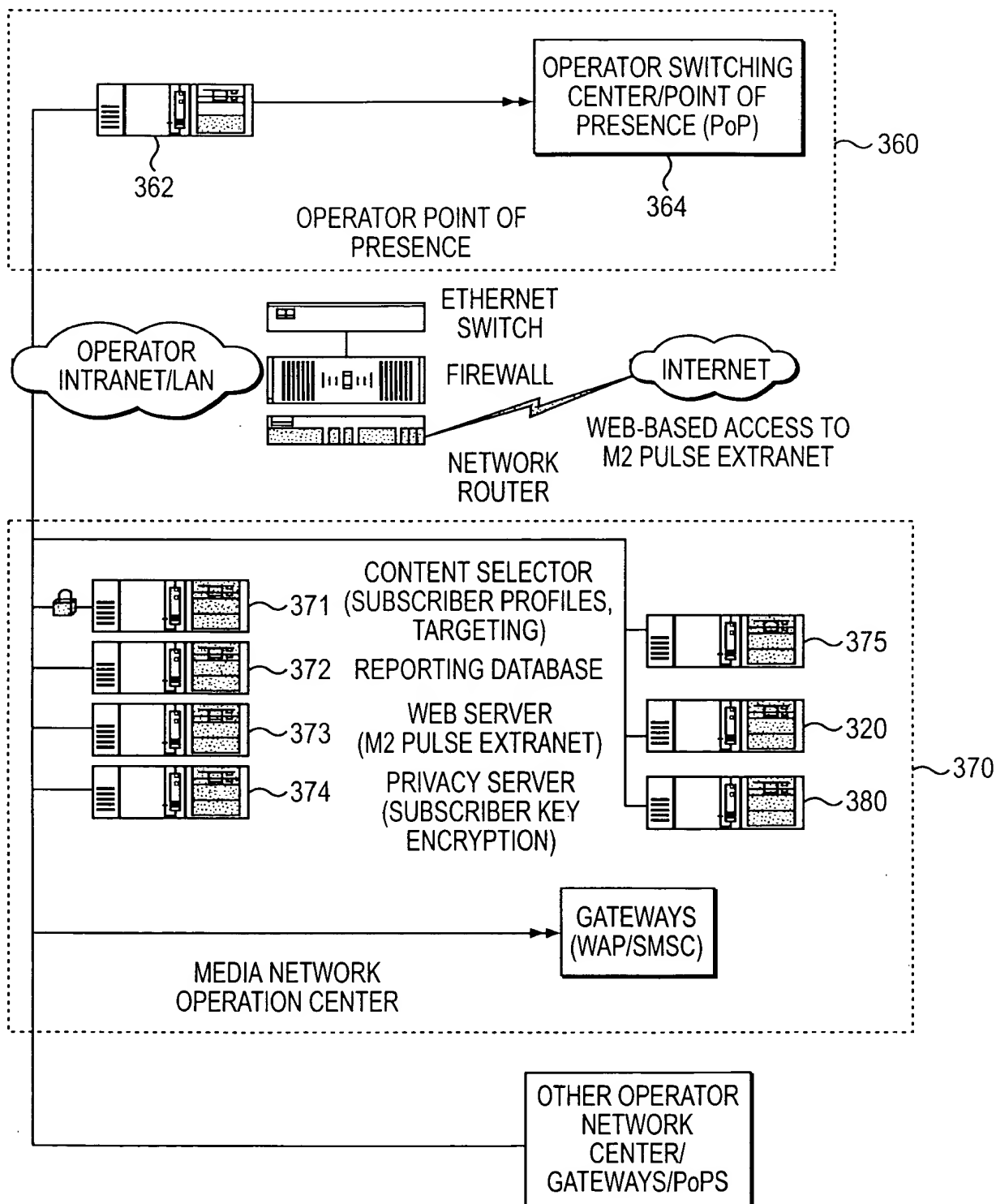


FIG. 5

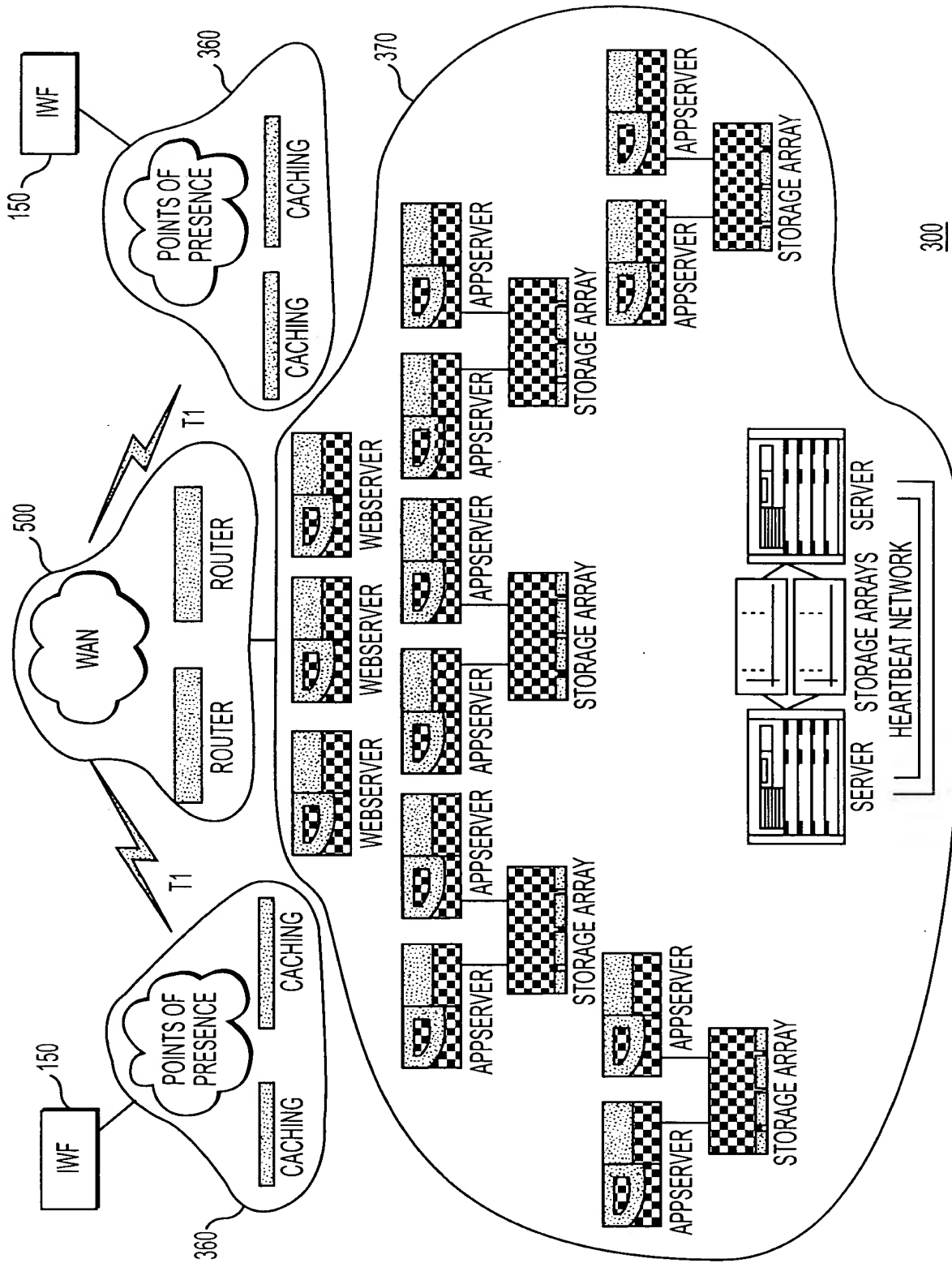


FIG. 6

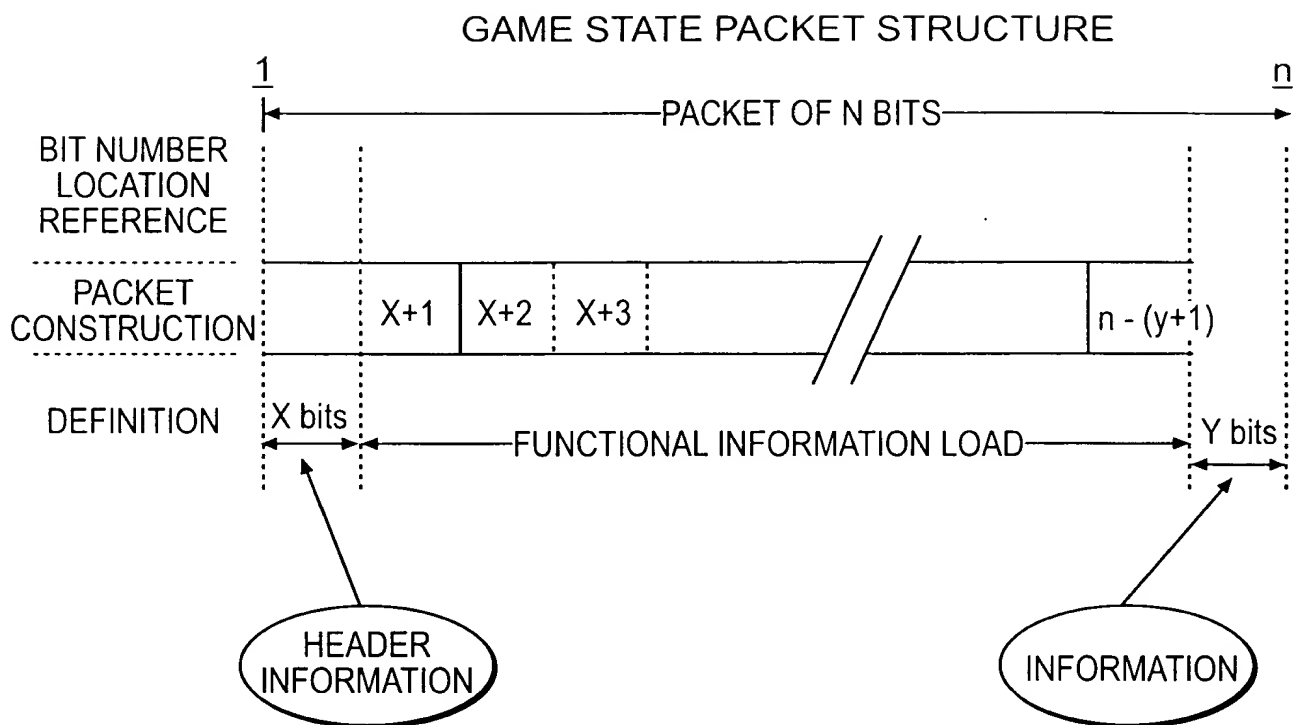


FIG. 7



<u>BIT NUMBER</u> <u>LOCATION</u>	<u>DoF VARIABLE LIBRARY</u>	<u>MAPPED GAME</u> <u>OBJECT LIBRARY</u>
<u>X + 1</u>		
<u>X + 2</u>	<u>DoF CLASS A</u>	<u>A = OBJECT + A DoF 1</u>
<u>X + 3</u>		
<u>..</u>		
<u>..</u>	<u>DoF CLASS B</u>	
<u>..</u>		
<u>..</u>		
<u>..</u>	<u>DoF CLASS C</u>	
<u>..</u>		
<u>..</u>		
<u>..</u>	<u>DoF CLASS D</u>	
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>..</u>		
<u>N - (Y + 1)</u>	<u>DoF CLASS Z</u>	<u>Z = OBJECT N DoF N</u>

FIG. 8

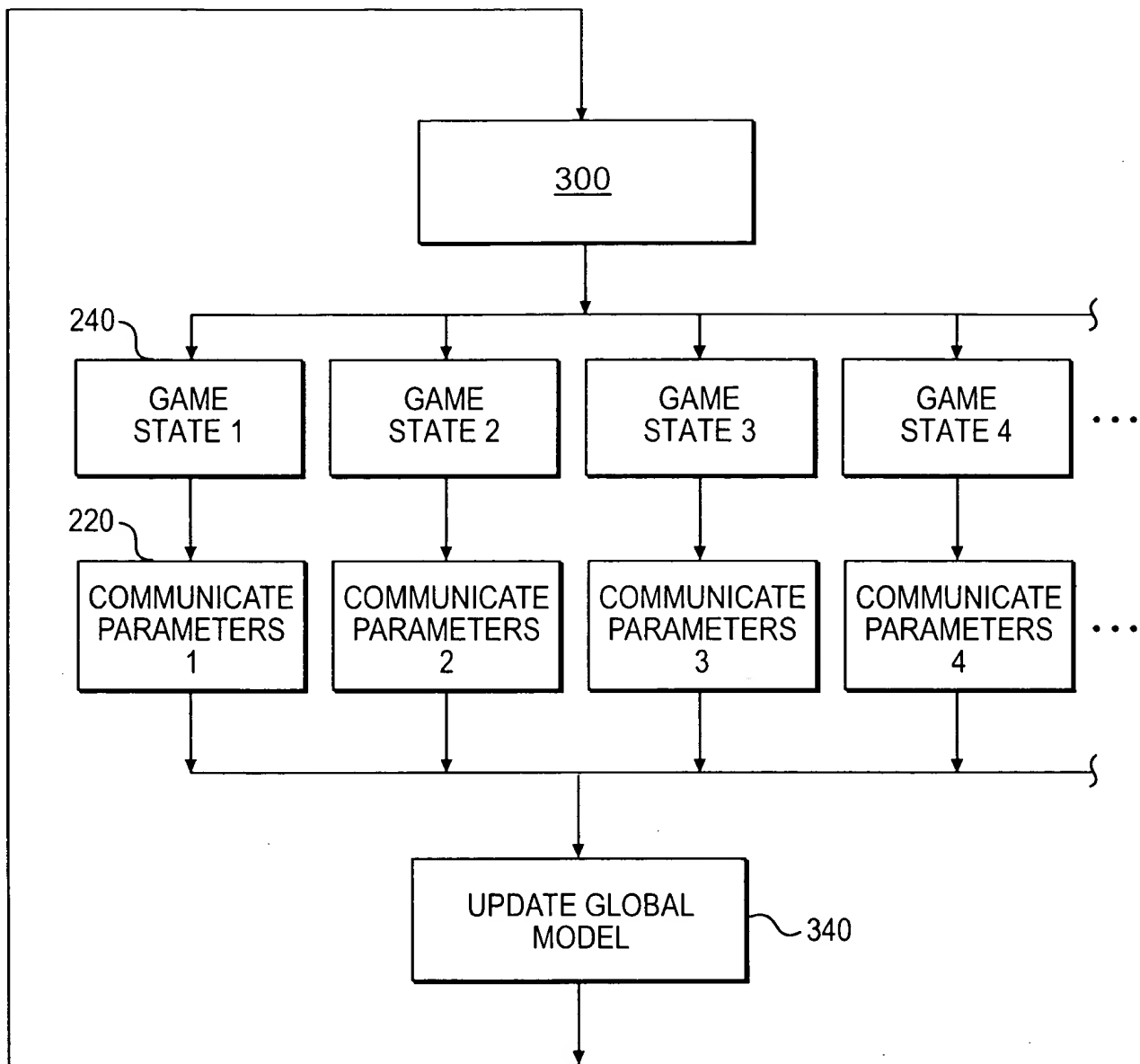


FIG. 9

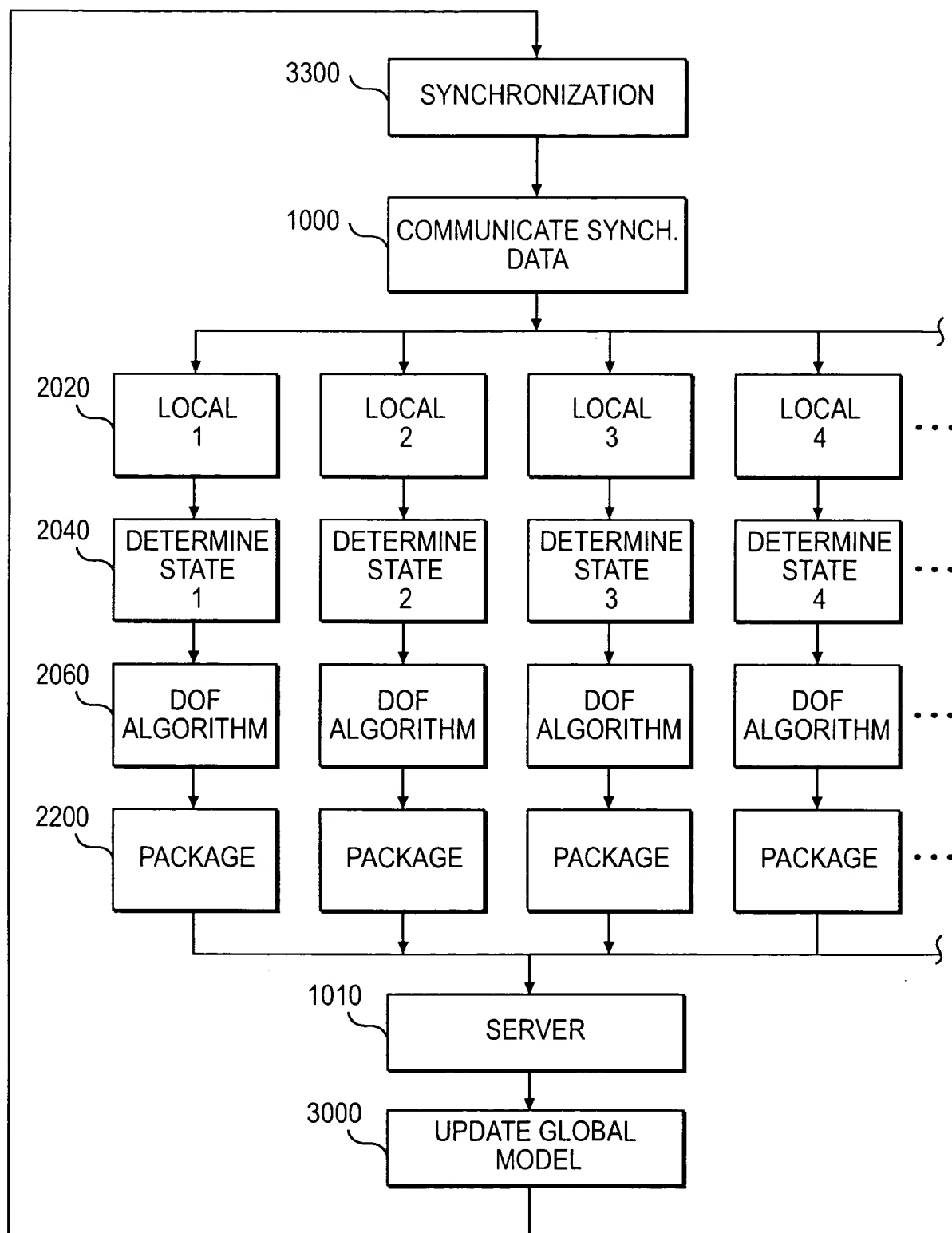


FIG. 10

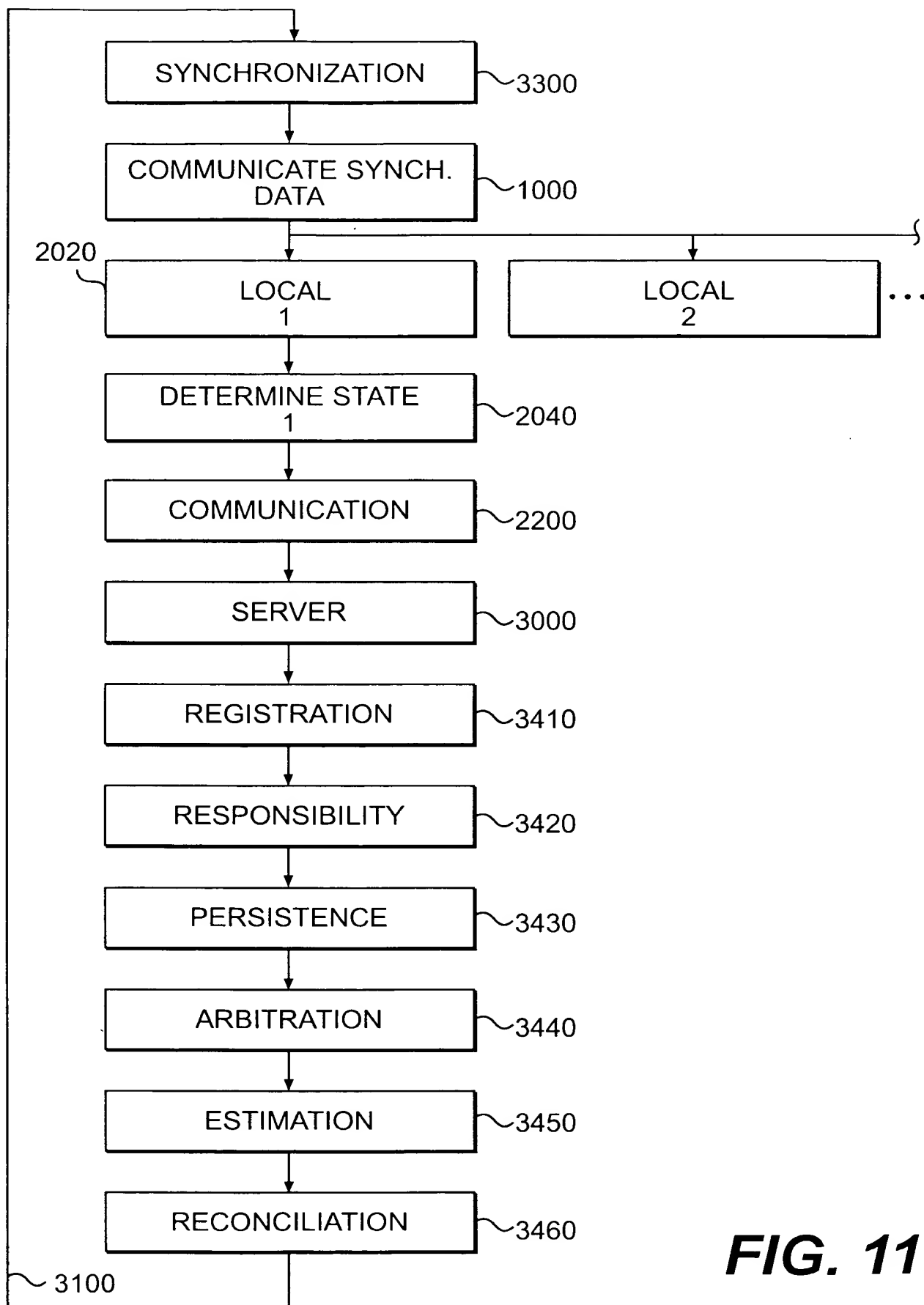


FIG. 11

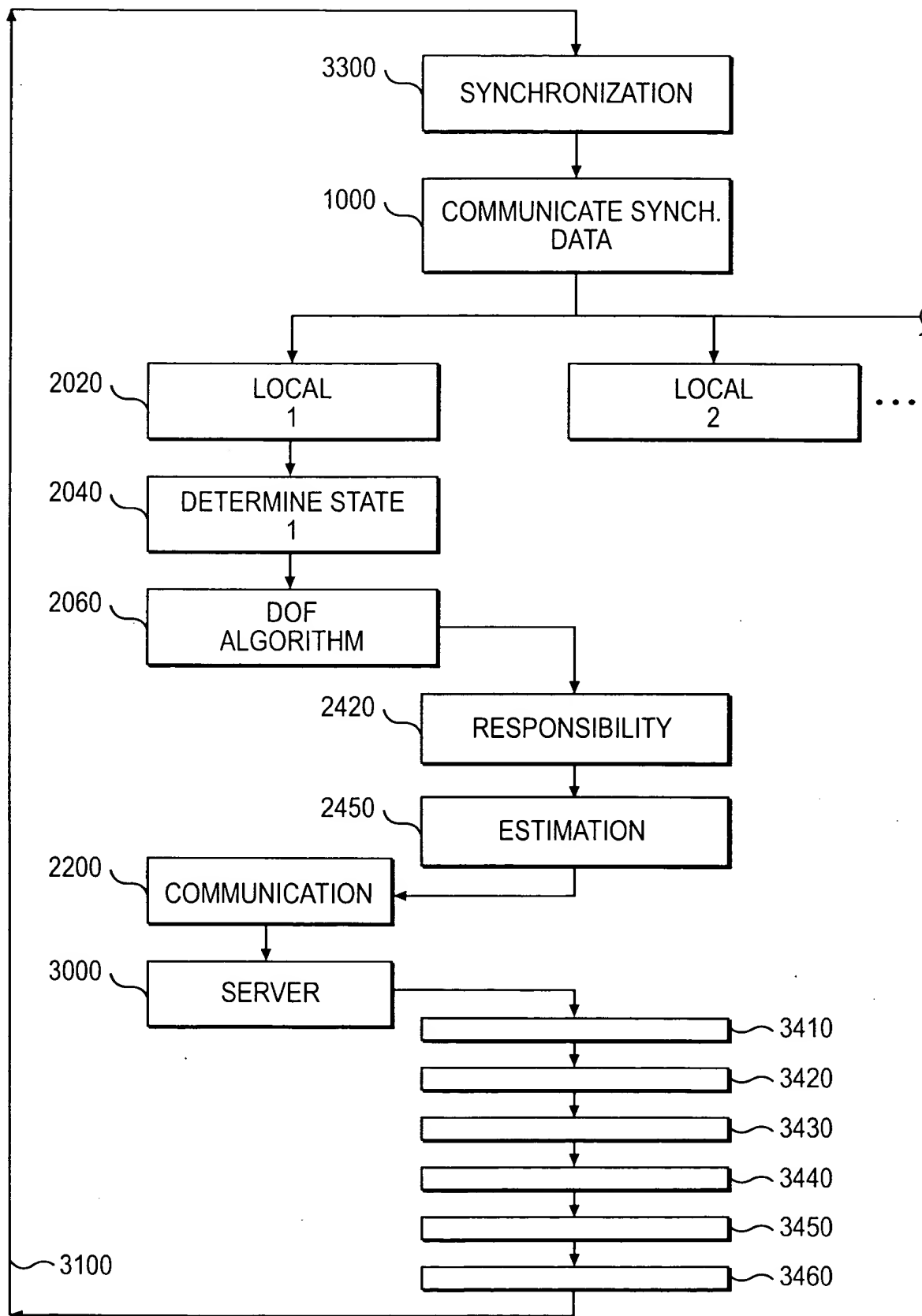


FIG. 12

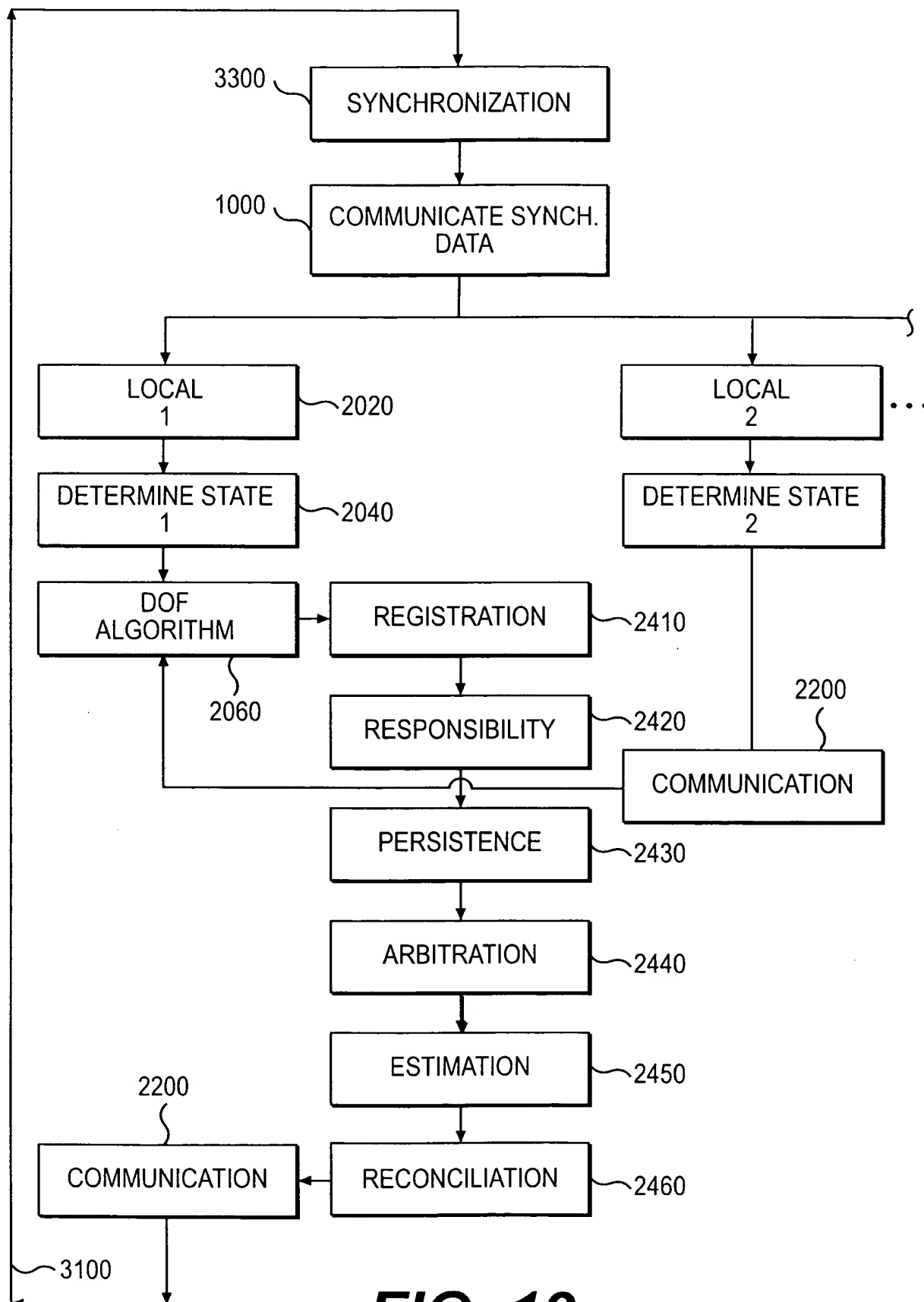


FIG. 13

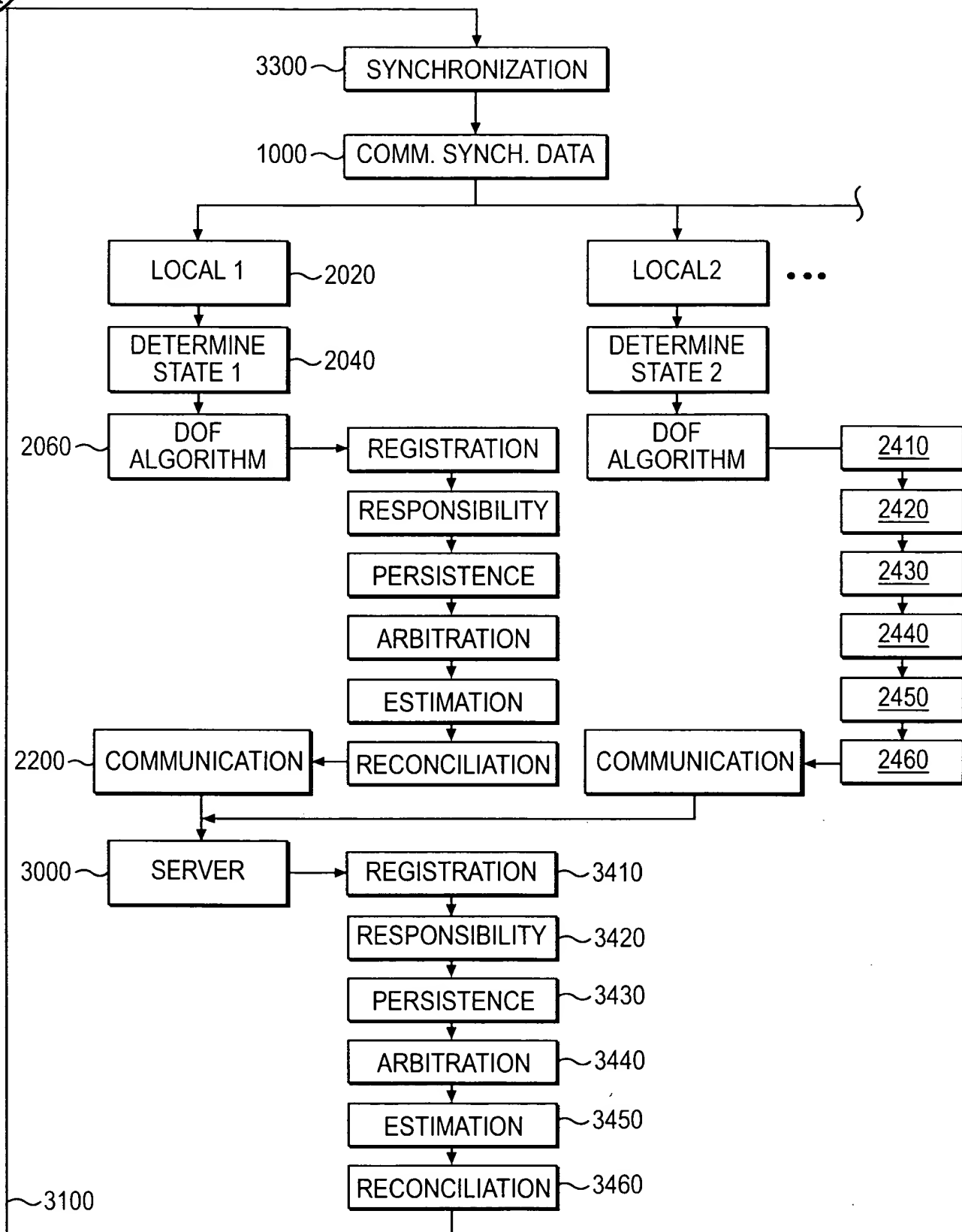


FIG. 14

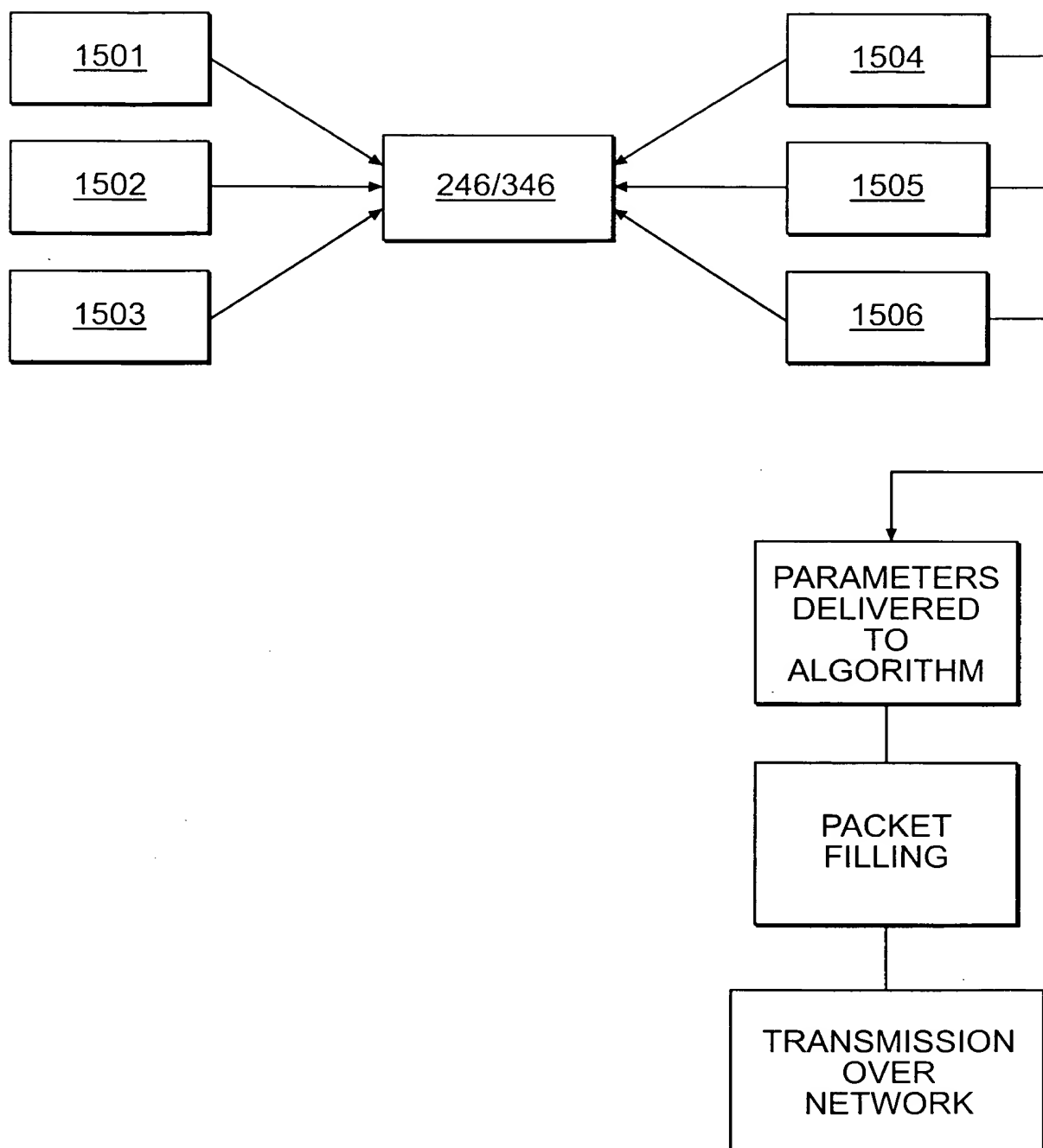


FIG. 15